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Game set-up

Computer

100% Windows® 95/98 DirectX 6.1 compatible computer required. Game not compatible with Windows NT, OS/2, Linux or Windows emulated operating system.

CPU	Pentium 166 MMX (P200 Mhz recommended)
Memory	32MB RAM
Video	4MB PCI or AGP Direct3D-compatible 3D-accelerator card required.
CD-ROM	Quad speed (4x) or faster CD-ROM or DVD drive required.
Sound Card	100% Windows 95/98 DirectX 6.1 compatible 16-bit sound card.
Input Device	100% Windows 95/98 compatible mouse and keyboard.
DirectX	Microsoft DirectX 6.1 (included on this CD-ROM). This must be installed to play LEGO Racers. Please refer to the readme.txt file for more information regarding DirectX.
Optional Peripherals	100% Windows 95/98 compatible joystick or gamepad.

NOTE Your system may require the "latest" Windows 95/98 drivers for your particular hardware. Please contact your computer manufacturer to receive these updates.
The original LEGO Racers CD-ROM must be present in the CD-ROM/DVD drive for the game to run.

Installation Installation requires 210MB of uncompressed* hard drive space.

*Uncompressed means that the hard drive has not been subjected to any form of file compression, which allows the hard drive space to be increased. For example, under Windows 98, the program that would usually be used to perform this function would be DriveSpace.



Game set-up

How do I install LEGO Racers?

After you have placed the LEGO Racers CD-ROM into your CR-ROM drive, the installation process should automatically start. If after a few seconds this does not happen, don't worry. It just means that the AUTORUN option is disabled on your system. All you have to do to begin installation is:

1. Close any open applications.
2. Double-click to open 'My Computer' from your desktop.
3. Double-click your CD-ROM drive labeled 'LEGO_RACERS'
4. Double-click 'SETUP.EXE'

Then follow the instructions that are displayed and you will be informed when the installation is complete. PLEASE READ THE ON-SCREEN INSTRUCTIONS CAREFULLY.

How do I start LEGO Racers?

After the game is installed, you should see a shortcut on your desktop labeled 'LEGO RACERS'. Make sure the CD-ROM is in the CD-ROM drive and double-click the shortcut to begin the game.

If you can't find the shortcut on your desktop, just click the following:

START
PROGRAMS
LEGO MEDIA
LEGO RACERS
LEGO RACERS



Game set-up

How do I uninstall the LEGO Racers?

It is advisable to uninstall the game using the LEGO Racers uninstall option. To uninstall the game, click onto:

START
PROGRAMS
LEGO MEDIA
LEGO RACERS
UNINSTALL LEGO RACERS

The Uninstall option will help you remove files regarding this program from your system.

Note: Any saved games regarding LEGO Racers will not be removed by using the uninstall option. These will have to be removed manually. Refer to the readme.txt file for these instructions.

How do I check that the Screen Resolution is correct for this game?

Place your mouse pointer on a clear area within the Windows desktop screen and using the **right-hand mouse button**, click once. A menu will be displayed from which you need to select, using your left-hand mouse button, the **Properties** option. The **Display Properties** option folder is now shown and you need to select the **Settings** tab. Ensure that **High Color 16-bit** option is set with the minimum recommended resolution area of **640 x 480**. Apply any changes and **restart** your machine.



Quick Start

Do you want to start racing right away?
Here's how to get going without delay.

- Select **Single Race** from the **Main Menu**.
- Select the **track** that you want to race on. If you are just starting out, you will have four tracks to choose from.
- Select any **Racer** you like. If you are just starting out, you will have four racers to choose from. More tracks will become available as you win circuit races.
- Now you are ready to race. On your mark, get set, go!



Controls

Here is a list of the default controls. You can change these controls in the Options Menu.

Keyboard

Up arrow	Accelerate
Down arrow	Brake and reverse
Left arrow	Turn left
Right arrow	Turn right
Enter	Activate power up
Space	Power slide
Ctrl (right)	Change camera view
M	Toggle maps/speedometer display
Alt (right)	Reverse camera view (hold key)

Game Controller

Directional control	Turn left and right
Button #1	Accelerate
Button #2	Brake and reverse
Button #3	Activate power up
Button #4	Change camera view
Button #5	Toggle map/speedometer display
Button #6	Power slide
Button #7	Reverse camera view (hold button)

(Please read the Options section of this manual to find out how to reconfigure your game controller.)



Playing the game

LEGO Racers is an action-packed, racing game, filled with thrills, spills and exciting challenges. You will be up against the all-time greatest LEGO Racers, each one with a unique brand of clever driving skills and tricks to outwit you. You will have to master lots of driving maneuvers, and find out just when and how to use them. Then you can win races and become a LEGO Racers champion yourself.

Turbo Start



The Turbo Start is all about timing. Watch the 3-2-1 countdown. As soon as the word Go comes up, hit the acceleration button. If you time it just right, you can start the race at full speed!



Playing the game

Power Sliding



You will probably be able to get through the earlier races without learning how to power slide. But if you want to beat the LEGO Champs on the harder tracks, you will have to know how to power slide. So why not think of the early races as your training ground and use them to learn how to become a power sliding expert? Power slides are not very hard to do. Just hold down the **acceleration** and **power slide** buttons at the same time. Then turn left or right while still holding the buttons. Power slides will let you make sharper turns at high speeds.



Playing the game

Super Sliding



Super sliding is a bit more tricky. Hold down the accelerator, brake and power slide buttons and turn left or right. This will make a very tight turn. When you let go of either the brake or power slide button, the car will zoom off in the direction you are facing. Super slides are not easy and you will really need to practice to get them right. You can try them out on the test track until you become a super sliding ace.

(Find out how to use the test track on page 25.)



Playing the game

Power Ups



If you want to be a winner, you will have to use power ups. Power ups range from basic shields or projectiles to ultra-powerful enhancements such as the awesome **Guided Rockets** or the mysterious **Mummy's Curse**. You will need to know how to use them all.



There are four basic power ups: **Projectile** (red), **Hazard** (yellow), **Shield** (blue) and **Turbo** (green).

To collect a power up, drive through one of the colored spinning bricks on the track. To increase the level of a power up, you can collect power plus bricks. Power plus bricks are the spinning white bricks above the track. Look at the chart below to see what happens to basic power ups as you collect power plus bricks.

Color	Type	Basic Power Up	1 Power plus Brick	2 Power plus Bricks	3 Power plus Bricks
Red	Projectile	Cannon Ball	Grappling Hook	Lightning Wand	3 Guided Rockets
Yellow	Hazard	Oil Slick	Barrel of Gun Powder	Magnetic Trap	Mummy's Curse
Blue	Shield	5 Second Shield	6 Second Shield	8 Second Shield (reflect Cannon Balls and Rockets. Spin opponents)	10 Second Shield (reflect Cannon Balls and Rockets. Spin opponents)
Green	Turbo	Turbo Boost	Extra Turbo Boost	Flying Turbo Boost	Warp Turbo Boost



Playing the game

Racing Screen



● **Race Position** The race position indicator shows how well you are doing while you are racing. If there are six Racers in the race, it will show your position from 1st to 6th place. The green arrow shows your position, the red circle shows the circuit champion and the blue circles show the other racers. You will also see a line across the track, this is the start / finish line.



● **Lap Timers** The lap timer shows how long it has taken for you to complete one lap of a race. After each additional lap, a new timer appears. This shows your fastest lap time within the race.

Hot tip: If you are not in 1st place at the end of a lap you will see a time showing how many seconds behind the leader you are. E.g. -0:01:65 shows that you are 1.65 seconds behind the race leader.



Playing the game

● Power Up icons



This display shows you what kind of power up you are carrying and how many power plus bricks you have collected. Power up icons are shown in the lower left-hand corner of your racing screen.



● **Speedometer / Course Map** This display has three choices:

- The **Speedometer** shows how fast you are going.
- The **Course Map** shows a bird's eye view of the whole track. It shows the overall track layout and where the other Racers are during the race.
- The **Close-up Map** shows the track around you in more detail.

Press the **toggle map/speedometer** display button to choose the display that you want or to turn them all off.

Circuit Race

● Story of the Circuit Race

Meet Rocket Racer – the greatest racing champion in all LEGOLAND®. But Rocket Racer has a problem. He's such a brilliant racer that no one can beat him and now he's bored. So, to find a real challenge, Rocket has decided to hunt down the best Racers in the history of LEGOLAND and set up a truly awesome racing contest.



Playing the game

Rocket's friend, Veronica Voltage, is a top scientist and mechanical genius. She has designed and built a fantastic LEGO® dimensional warp machine to send her and Rocket all around LEGOLAND. They have hunted high and low and even travelled through time to find the best LEGO Racers for the ultimate racing challenge.

Now, in a thrilling test of driving skills and nerve, you can take on these top LEGO Racers in a series of **Circuit Races**. And if you beat them all, you will get the chance to compete in a race to end all races and go head-to-head with Rocket Racer himself. The winner will be declared the **Greatest LEGO Racer of All Time!** Are you ready to be that LEGO Racer?

■ **Scoring** A complete Circuit Race is made up of four races on four different tracks. Each race has three laps. After each race, you will be awarded points. The better you do in each race, the more points you will get. Here are the points for each position:

First 30 points
Fourth 3 points

Second 20 points
Fifth 2 points

Third 10 points
Sixth 1 point

To continue the Circuit Race, you will need at least **10 points** after the first race, **20 points** after the second race, and **30 points** after the third race. If you have fewer points at the end of each race, the Circuit Race will end and you will have to start the circuit again. To be the overall winner of a Circuit Race, you must finish the circuit with the most points.



■ **Unlocking Circuits** When you play LEGO Racers for the first time, you will be able to race on only the first circuit and its four tracks. These early races are a bit easier to help you to learn how to drive and use power ups. But once you become an ace driver and are one of the top three Racers for a Circuit Race, the next circuit and its tracks will be unlocked. Winning **First place** in Circuit Races also unlocks more character pieces and car sets for you to build with and race.



Playing the game

Single Race



If you select **Single Race** from the **Main Menu**, you can race against up to five LEGO champions on a single track. To start racing, choose a **Racer** and a **track**. In the beginning, only the tracks from the first Circuit Race will be unlocked for you to use. But as you unlock other circuits the tracks from those circuits can be played as Single Races.

Versus Race



If you choose **Versus Race** from the **Main Menu**, you can go head-to-head with a friend. In this type of race the only Racers on the track will be yourself and your friend. The other Racing Champs will not take part.



Playing the game

You will then be able to choose a **track** to race on. Remember that you can only use the tracks you have unlocked. Now each player must choose a **Racer** to play with. You can choose the same **Racer** if you wish. **Player One** chooses first, then **Player Two**. Once player two has chosen a **Racer**, the race will begin.

When you play a **Versus Race** the screen is split in two halves. **Player One's** view is the top half of the screen and **Player Two's** view is the bottom half of the screen.

Note: To play a **Versus race** you will need at least one game controller attached to your computer.

Time Race



If you want to race against the clock, select **Time Race**. This will enter you into a race against the great **Veronica Voltage**. Her "ghost car" will appear on the screen, so you will have something to chase, and eventually beat. If you beat **Veronica's** top time on every track, you will win the pieces of her cool and powerful racing car to use in building your own car. (Find out more about building a car on page 20.)



Playing the game

Options

From the Options screen, you will be able to change different things, such as display driver, sound effects and music volume, and controller configuration. You can choose:

- **Game Options** to change the number of opponents in a Single Race and the number of laps in a Versus Race.
- **Video Options** to set the display driver. (Ask an adult for help before changing these options).
- **Audio Options** to change the volume of the sound effects and the music, and to choose between stereo and mono sound.
- **Player 1 Controls** to choose between keyboard or game controller. To change which keys or buttons are used to play the game, highlight and select the control you want to change and press the key or button you want to replace it with.
- **Player 2 Controls** to choose between keyboard or game controller. To change which keys or buttons are used to play the game, highlight and select the control you want to change and press the key or button you want to replace it with.
- **Pick Language** to change the language shown. Click on the arrows to select the language you want to use. Select Options to exit the screen. You will now see the language you have chosen.
- **View Credits** to find out who helped to make LEGO Racers.

Customizing Your Racer

Q. What do I need if I want to race?

A. A LEGO Racer.

Q. What is a LEGO Racer?

A. A Racer is made up of three main parts: the driver, the driver's license, and the car.

Q. So, how do I make a Racer?

A. Just go to the Build Menu and click on the New Racer button.

New Racer



With LEGO Racers, you can build your own driver and car. To begin, choose **New Racer** from the Build Menu. This will take you to the **Build Driver** screen. Change the hat or hair, head, body and legs of your driver by clicking on the **left** and **right** arrows. Choose **Mix** to quickly build a driver. When you are happy with your driver choose **Make License**.



Customizing Your Racer

Make License



Before you can drive you must get a License! Type in your driver's name and change their photograph by clicking on **Snapshot**. Now it's time to build your driver a car. Choose **Build Car**.

Build Car



First, choose your **chassis**, the starting point for all cars. To choose a chassis, click on the **left** and **right** arrows at the top of the screen. After you choose your chassis, you have 3 other options:

- Quick Build
- Remove Bricks
- Build

■ **Quick Build** will quickly build a car to fit the chassis you have chosen. Clicking on Quick Build will toggle through your pre-built options for each chassis. You can select this speedy option if you want to spend more time racing than car building.

■ **Remove Bricks** will take all the bricks off the chassis. If you have started to build a car, you will need to do this before you can choose a new chassis. If you have chosen a Quick Build car you can choose a new chassis at any time.

■ **Build** will let you create a unique, custom-built car. It will take you into an area where you can design a car to suit your own driving style.

In the build area you will find two sliding controls at the top of the screen. The top one is the Car Set Selector, and the bottom one is the LEGO Brick selector.

Note: In the beginning you will have four car sets to select from. Later, you will be able to make selections from car sets you have unlocked by winning circuit races.

Start by choosing a car set. The current car set is shown by the selector at the top of the screen. Each car set has a different group of LEGO Bricks in it. You can select a car set by clicking on the **arrows** or using the **game controller** when the selector is highlighted.

Use the **LEGO Brick selector** to choose a LEGO Brick to put on the chassis. It works in the same way as the Set Selector. The LEGO Brick in the middle of the selector will be the currently selected one. You will see this LEGO Brick above your car in the view screen.

You can only look at one car set at a time. If you can't find the LEGO Brick you are looking for, try changing the car set.

Customizing Your Racer



Customizing Your Racer



● **Change camera view** Use this control to look at your car from different angles. You can move the camera **left, right, up or down** by selecting the **camera control** with any game controller button. Use any button on the game controller again to exit the camera mode. If you are using a mouse, you can click directly on the **arrows** in the camera control to change the view, or just drag the car with your mouse by holding down the **left mouse button**, and move it around.



● **Rotate LEGO Brick** Select this control to rotate the LEGO Brick you have chosen. Use this to get the LEGO Brick in the right position before placing it on your car.



● **Move piece** Use this control to move the LEGO Brick into the position you want above the car. You can click directly on the arrows in this control to move the LEGO Brick in the direction the arrow is pointing. You can also click on the LEGO Brick above your car using the left mouse button. Hold the left mouse button down while moving the mouse to drag the LEGO Brick into position.



● **Drop LEGO Brick** Use this control to drop the LEGO Brick you have chosen onto the car. A “ghost” image of the brick will drop into place if it will fit on the car. If the LEGO Brick won't fit, the ghost image will not drop down and red squares will appear. The red squares show where the brick cannot be connected.



Customizing Your Racer

If the LEGO Brick won't fit, you can try doing the following things:

- **Rotate** the brick or move it to make a successful connection
- **Change the view** of your car so that you can see where the brick will connect
- **Look carefully** at the brick. Just like real LEGO® bricks, some have unique connecting shapes. This could mean that you can't place other bricks on top of them, or they can only fit in certain places.

If you are still having trouble placing a LEGO Brick, it's possible that the brick you have chosen is too big for the place you want to put it, or your car might have reached its length, width or height limit.



● **Undo** Use the Undo control to remove the last brick that you placed on the car. You can use this control repeatedly to remove as many bricks as you want. It will remove bricks in the sequence they were put down.



● **Exit Door** When you have finished creating your car, just click on the door to leave the build area.



Customizing Your Racer

■ **Quick Reference for Car Building** This is a list of the “hot” keys you can use in the build area. “Hot” keys are great shortcuts and will help you to build your car much faster.

Keyboard:

Insert or Page Up	Change currently selected car set
Delete or Page Down	Change currently selected LEGO Brick
S, A, X, D (up, left, down, right)	Change camera view
5 on Keypad	Rotate piece
1-4 and 6-9 (on Keypad)	Move piece
+ (on Keypad)	Drop piece
- (on Keypad)	Undo

Hot tip: The more you use the hot keys, the easier it will be to remember them.

■ **Building and Car Performance** The way you build your car will have some effect on its **weight** and **balance**, which can make it perform in different ways. You can ignore these effects and simply build the most amazing and incredible car you can think of, or you could go for the best of both worlds – a cool-looking car that handles well. It's your choice. There is no right or wrong way to build a car. It all depends on your own driving style.

Customizing Your Racer

Balance The balance of the car depends on where you place the bricks on the chassis. A stable car will have LEGO bricks spread evenly over the chassis. Building a car with a larger number of bricks to one side of the car will make the car unbalanced and affect the steering.

Weight The weight of the car depends on the weight of the chassis and the number of bricks you put on the chassis. Different chassis weigh different amounts and some bricks weigh more than others. On the whole, bigger bricks weigh more than smaller ones. **Heavier cars have a better top speed and are easier to steer, but will take longer to reach their top speed. Lighter cars have a lower top speed and will not turn as easily, but will accelerate more quickly.**



■ **Test Drive** If you want to try out your new car, take it for a drive on the test track. Select **Test Drive** from the **Build Menu**. You will be able to drive on the concrete track for high speed tests or on the off-road track to find out how your car handles on rougher driving surfaces. When you've had enough, drive to the track exit and you will be taken back to the **Build Menu**.

Hot tip: If you have just created your first Racer, it will be the only one to choose from when you come to do a test drive. But later, when you have created more Racers, you will have to make sure that you choose the car you have been working on and want to test.



Customizing Your Racer

Unlocking Car Sets and Characters

The first time you start using LEGO Racers, you will have a choice of four basic car sets: **General Bricks**, **Race Bricks**, **Space Bricks** and **Castle Bricks**.

As you become a better driver and beat the circuit champions, you will also unlock their car sets and character sets. The LEGO Bricks from different car sets can be combined onto one chassis in **Build** mode, so the more car sets you win, the more variations you will be able to build.

Saving Your Racer

Your new Racer will be saved automatically once you have finished creating or editing it. The **character**, **car configuration** and **driver's license information** will all be stored for you to use again. You can also make a copy of your Racer by electing **Copy Racer** from the **Build Menu**. This will create a second copy of your Racer for you to edit.

Delete Racer

Choose **Delete Racer** to permanently remove Racers you no longer want. You will be asked if you really want to delete the Racer, so you can cancel if you change your mind. You can only remove Racers you have created yourself. Once you have removed a Racer it cannot be recovered.

Racing Tips

1. Try to get really good at the easier races first. Then practice **power sliding** to get ready for tackling tougher opponents and tracks.
2. Use the **test track** to try out your car before racing in a real race.
3. If you have trouble beating the LEGO Racer Champs, you may need to get hold of Veronica Voltage's car set. (See page 17)
4. There are **shortcuts** on almost every track that may help you to get the edge. Find out where these are so you can use them often.

HOT TIP: Some of the shortcuts are triggered by power ups.

5. Different **power ups** have different effects. Make sure you learn all the types and the effects they have on you and your opponents.
6. Although collecting **power plus bricks** will give you the most powerful power up this is not always the best strategy. Try to learn how each Champ uses power ups and think of a strategy to beat them.

HOT TIP: Captain Redbeard likes to use the cannonball so try to use the shields to keep him from blasting ahead of you.



Tips

1. If you are having trouble placing bricks on your car, try moving the camera around. You can move the camera to a top down view. This should show you exactly where the brick will connect.
2. Different chassis have different handling abilities. Experiment to find one that suits the way you drive.
3. Always try out a new car on the test track. This will make sure that it feels right before you start to race.
4. Try to keep the car balanced when building. Don't put all the bricks in one corner of the car. This will make it lop-sided and awkward to drive.
5. To get a really good looking car try combining different LEGO bricks from each of the car sets.



Credits

Game Design
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Programming Director
Lead Programmer
Programming

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Scott Corley
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Joe Stinchcomb
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William Golz

Lead Artist
Artists

Lead Sound Engineer
Sound engineers

Testing

LEGO Media International
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Product Development
Laurence Scotford : Head of Constructive, Games & Girl's Software
Tomas Gillo : Senior Producer, Games
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Tony Miller : QA Manager
Scott Mackintosh : Lead Tester
Michael Ray : US Sr. Consumer Support Specialist
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Cara McMullan : Localization Manager
Production
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International Marketing
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Marketing Director – Europe & Asia
Philippe Osswald : Marketing Manager
Ron Gibson : US Marketing Manager
Chad Pelletier : US Project Coordinator
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Additional thanks

Special thanks go to all the children who gave their valuable input throughout the development of this title.

Special thanks to all the family members of the development team for their patience and support.

Thanks also to Jan Blaesild, Søren Dyrhøj, Mikkel Fristoft, Jakob Nordman and Rich Fiore for their valuable contribution.

Technical Support

If you are experiencing difficulties running LEGO Racers and need technical support, it may be a common issue that can be easily resolved. You should first check the readme.txt file to see if it is a known issue. If so, follow those instructions to resolve it. If not, or if those instructions do not correct the issue, you should check our web page at www.legomedia.com, or you can e-mail us at legomedia.americas@lego.com. At this point if you still have questions, you should fax us at 860-763-7850 or call us at 800-366-6062.

If you do contact us, be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system, including but not limited to:

Speed and manufacturer of your processor
Make and model of your sound card
Make, model and RAM of your video card/graphics accelerator card
Make, model and speed of your CD-ROM or DVD drive
Amount of RAM in your system
Any additional hardware and peripherals
And the exact error (if applicable)

NOTE: If you cannot locate any of your system information, please contact your computer vendor.

In the event you call, please be in front of your computer as it aids in troubleshooting the issue and increasing the likelihood of correcting the issue.



Satisfaction Guarantee

We are committed to bringing you the best software possible. If you are not completely satisfied with this LEGO Media product, you are entitled to return it within 30 days of the date of purchase under the following conditions*:

1. The complete product is returned, i.e. undamaged and includes all package materials.
2. The original store receipt accompanies the return.

By meeting the above criteria you are eligible for another LEGO Media product of equal or lesser value or a refund. The above is in addition to, and does not affect, your legal rights as a consumer.

*Some restrictions may apply.

1. Satisfaction guarantee does not apply to promotional items (such as co-packs, bundles, giveaways, etc.) except for replacement of defective or damaged product.
2. Without a receipt you will only be eligible for a LEGO Media product exchange of equal or lesser value.

Epilepsy Warning

Please read before using any video game or allowing your children to use it.

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or experience of epilepsy.

If you or a member of your family has ever shown epileptic symptoms (seizure or loss of consciousness) when exposed to flickering lights, consult your doctor before playing.

Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms - dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions - discontinue use immediately and consult your doctor.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES

Do not sit too close to the television screen; position yourself with the linking cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10-15 minutes per hour while playing video games.

